AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for estimating the value of athletes and athletic ball clubs using a game achievement evaluation model, the system comprising:

a manager server having a function for [[of]] receiving a member joining request when a user, ~~a baseball player, a baseball-related institute, a basketball ball club and a press (sports) institutes have~~ has access to a web site in order to know the degree of contribution for qualitative evaluation of the athletes or the ~~athlete~~ athletic ball clubs for the purpose of annual salary calculation of professional athletes, the scout of amateurs and a mercenary scout, an athlete draft, an athlete trade, ~~etc.,~~ a function for [[of]] registering members and assigning Identifiers (IDs)~~Ids~~ to the members, a function for [[of]] storing and managing the members who joined the web site in a manager server database (DB), and a function for setting game factors[[of]], with the degree of contribution by the athletes being classified into attack addition indicating a contribution ~~(contribution)~~, attack subtraction indicating an error ~~(error)~~, defense addition indicating a contribution ~~(contribution)~~ and defense subtraction indicating an error ~~(error)~~ according to game situations, ~~setting 129 game factors~~ based on the classified factors, setting the game factors to detailed ~~1277~~ game situation factors, assigning numerical values to the game factors and the game situation factors with a different weight, and sending quantitative results of the degree of contribution to a corresponding server or terminal if the user~~, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institutes~~ requests the results through the corresponding server or terminal;

a user terminal having a function ~~of having access~~ for accessing to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary

calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, ~~or~~ the athlete trade, ~~etc.,~~ a function ~~of being assigned~~ for assigning a member with an ID from the manager server after becoming a member, and a function [[of]]for requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a ~~baseball~~ basketball player terminal having a function ~~of having access~~ for accessing to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, ~~or~~ the athlete trade, ~~etc.,~~ a function ~~of being assigned~~ for assigning a member with an ID from the manager server after becoming a member, and a function ~~of~~ for requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a ~~baseball~~basketball-related institute server having a function ~~of having~~ for accessing ~~access~~ to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, ~~or~~ the athlete trade, ~~etc.,~~ a function ~~of being assigned~~ for assigning a member with an ID from the manager server after becoming a member, and a function ~~of~~ for requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a basketball ball club server having a function ~~of having access~~ for accessing to a web site within the manager server to make requests for member joining in order to know the degree of

contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, ~~or~~ the athlete trade, ~~etc.,~~ a function ~~of being assigned~~ for assigning with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a press ~~(sports)~~ institute server having a function ~~of having access~~ for accessing to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, ~~or~~ the athlete trade, ~~etc.,~~ a function ~~of being assigned~~ for assigning with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a financial institute/credit card company/mobile communication company billing server having a function ~~of~~ for receiving an authentication request for one or a plurality of financial information, card information and mobile communication information, which are settlement numbers of the user, ~~the baseball player, the baseball related institute, the basketball ball club and the press (sports) institute,~~ from the manager server, and a function ~~of~~ for comparing one or a plurality of financial information, card information and mobile communication information with information stored in a corresponding database among the financial institute server, the credit card company server and the mobile communication company billing server, and sensing the authentication result to the manager server;

a payment system server having a function ~~of~~ <u>for</u> receiving one or the plurality of the settlement numbers among the user, ~~the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute,~~ who are authenticated by the financial institute/credit card company/mobile communication company billing server, from the manager server, and a function ~~of~~ <u>for</u> confirming the settlement number and then sending the settlement results to the manager server; and

a communication service company server having a function ~~of~~ <u>for</u> receiving the degree of contribution information of the players and the settlement information from the manager server after being settled by the settlement system server, and a function ~~of~~ <u>for</u> sending the degree of contribution information by the players and the settlement information, which are received from the manager server, to a terminal, a user or a baseball player mobile phone of the user~~, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute~~ via e-mail, ~~SMS~~ <u>short message service</u> of a mobile phone, ~~or~~ <u>a</u> messenger, etc.

2. (Currently Amended) The system as claimed in claim 1, wherein the manager server comprises:

a member subscription unit for allowing the user~~, the baseball player, the baseball-related institute, the baseball ball club, the press (sports) institute, etc.~~ to request member joining through the server or terminal;

a member permission unit for authorizing the member joining, and then assigning an ID to the member;

a member information ~~database~~ (DB) for storing and managing members;

an athlete contribution degree ~~database~~ (DB) for storing and managing the degree of

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contribution by athletes;

a game factor unit ~~including~~ having an attack addition game factor unit indicating attack contribution portions ~~such as~~ including team morale increase contribution addition generated by a game situation of an athlete, an attack subtraction game factor unit indicating attack error portions ~~such as~~ including point acquisition cancellation error subtraction, a defense addition game factor unit indicating defense contribution portions ~~such as~~ including full possible losing point dissipation contribution addition, and a defense subtraction game factor unit indicating defense error portions ~~such as~~ including full self-blame possible losing point error subtraction;

~~an 1277~~ a game situation factor unit including an attack addition game situation factor unit indicating detailed items of attack addition game factors indicating attack contribution portions generated by a game situation of an athlete, an attack subtraction game situation factor unit indicating detailed items of attack subtraction game factors indicating attack error portions, a defense addition game situation factor unit indicating detailed items of defense addition game factors indicating defense contribution portions, and a defense subtraction game situation factor unit indicating detailed items of defense subtraction game factors indicating defense error portions;

a median setting unit for setting representative values for respective detailed items that constitute the game factor unit and the game situation factor unit;

a weight setting unit for multiplying the game factor median and the game situation factor median set in the median setting unit; and

a contribution degree calculation unit for calculating the degree of contribution by athletes based on a difference between addition factors including contribution factors for attack and defense addition to which weights are applied, and subtraction factors including error factors

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for attack and defense subtraction to which weights are applied.

    3. (Currently Amended) A method of estimating the value of athletes using a game achievement evaluation model, wherein a member subscription process comprises the steps of:

    allowing one or a plurality of ~~a user, a baseball player, a baseball-related institute, a basketball ball club and a press (sports) institute~~ <u>users</u> to have access to a web site through a manager server;

    allowing <u>the</u> one or [[a]] plurality of ~~the user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute~~ <u>users</u> to make requests for member joining to a member subscription unit;

    allowing a member permission unit of the manager server to decide whether to allow authorization;

    if the authorization is not allowed, allowing the member joining to be rejected, and if the authorization is allowed, allowing the member joining to be allowed;

    if <u>the</u> one or [[a]] <u>the</u> plurality of the ~~user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute~~ <u>users</u> is allowed to be a member, allowing the manager server to assign IDs to one or a plurality of terminals or servers of the ~~user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute~~ <u>one or plurality of users</u> through the member permission unit; and

    allowing the manager server to store the ~~Ids~~<u>IDs</u> in the member information database.

    4. (Currently Amended) A method of estimating the value of athletes using a game achievement evaluation model, wherein a value calculation process comprises the steps of:

(a) allowing a game factor unit within a manager server to set attack addition game factors of [[41]] a number of items, attack subtraction game factors of [[34]] a number of items, defense addition game factors of [[30]] a number of items and defense subtraction game factors of [[24]] a number of items;

(b) allowing a game situation factor unit within the manager server to set game situation factors of ~~1227~~ items for each of the items of the attack addition game factors, the items of the attack subtraction game factors, the items of the defense addition game factors and the items of the defense subtraction game factors;

(c) allowing a median setting unit within the manager server to set the median for each of the game factors and the game situation factors under the game situation principle for the attack addition game factors, the attack subtraction game factors, the defense addition game factors and the defense subtraction game factors;

(d) allowing a weight setting unit within the manager server to set weight for each of the game situation factors under the game situation principle for the attack addition game factors, the attack subtraction game factors, the defense addition game factors and the defense subtraction game factors to the median of ~~(~~each game factor ~~median ×~~ multiplied by the median of each game situation factor ~~median) ÷~~ divided by 400;

(e) allowing a contribution degree calculation unit within the manager server to calculate the degree of game contribution by the athletes ~~from the game situation factors, the weight, etc, as~~ based on a difference between addition factors ~~(~~including a game situation factor ~~× a~~ multiplied by a corresponding weight~~)~~ and a subtraction factor ~~(a~~ including a game situation factor ~~×~~ multiplied by a corresponding weight~~)~~; and

(f) calculating the value of the athletes based on the degree of game contribution.

5. (Currently Amended) The method as claimed in claim 4, wherein in step (a), detailed items of the attack addition game factor unit include full shooting capture ability contribution addition, shooting chance capture ability contribution addition, possible losing point removal contribution addition, full team morale-inspired contribution addition, team morale-inspired contribution addition, high degree-skill contribution addition, full disadvantage overcome ability contribution addition, disadvantage overcome ability contribution addition, disadvantage overcome fail contribution addition, full point-possible securing contribution addition, score-possible providing contribution addition, score record cancellation-considered contribution addition, full score chance ability loss contribution addition, point chance ability loss contribution addition, alternate score additional contribution addition, lucky score addition contribution addition, indirect chance fostering contribution addition, direct chance assistance contribution addition, indirect chance sacrifice contribution addition, direct chance sacrifice contribution addition, athlete defense shrinkage contribution addition, opponent team defense shrinkage contribution addition, attack time re-application contribution addition, full point cooperation contribution addition, point cooperation contribution addition, teamwork completion cooperation contribution addition, teamwork cooperation contribution addition, positive participation contribution addition, shooting chance cooperation contribution addition, full shooting chance cooperation contribution addition, swift attack cooperation contribution addition, full swift attack cooperation contribution addition, possession acquisition contribution addition, free throw possession ability contribution addition, full possession acquisition contribution addition, possession acquisition-side contribution addition, score record acquisition contribution addition, opponent teamwork degeneracy contribution addition, opponent team

formation obstruction contribution addition, opponent defense disturbance contribution addition and right shooting timing contribution addition;

detailed items of the attack subtraction game factor unit include point acquisition cancellation error subtraction, direction team-moral degeneracy error subtraction, indirect team moral degeneracy error subtraction, possession-possible chance removal error subtraction, possession loss providing error subtraction, indirect possession loss providing error subtraction, possession loss-possible providing error subtraction, possible losing point providing error subtraction, indirect possible losing point providing error subtraction, full possible losing point providing error subtraction, score-possible removal error subtraction, indirect score-possible removal error subtraction, full score chance dissipation error subtraction, indirect score chance dissipation error subtraction, general full score chance dissipation error subtraction, general indirect score chance dissipation error subtraction, game basic capability lack error subtraction, score addition chance dissipation error subtraction, victory factor removal error subtraction, unreasonable shooting attempt error subtraction, right shooting timing lack error subtraction, teamwork cooperation lack error subtraction, full teamwork cooperation lack error subtraction, positive participation lack error subtraction, full positive participation lack error subtraction, prediction ability lack error subtraction, personal defense shrinkage load error subtraction, team member personal defense shrinkage load error subtraction, team defense shrinkage degeneracy error subtraction, teamwork lowering fostering error subtraction, teamwork formation obstruction error subtraction, instant chance cooperation lack error subtraction, opponent swift attack-possible chance assignment error subtraction and opponent free throw-possible assignment error subtraction;

detailed items of the defense addition game factor unit include full possible losing point

dissipation contribution addition, possible losing point dissipation contribution addition, full losing point allowance dissipation contribution addition, possession acquisition-possible assignment contribution addition, shooting fail factor assignment contribution addition, full shooting fail factor assignment contribution addition, shooting mental shrinkage contribution addition, counter team morale lowering contribution addition, direct the other party morale lowering contribution addition, possible losing point previous removal contribution addition, game rhythm interception contribution addition, teamwork stability opponent assignment contribution addition, losing point minimum-possible assignment contribution addition, optimal defense ability contribution addition, full optimal defense ability contribution addition, defense positive participation contribution addition, full defense positive participation contribution addition, teamwork assistance contribution addition, error inducing factor assignment contribution addition, full error-inducing assignment contribution addition, score chance-possible assignment contribution addition, full score-possible assignment contribution addition, the other party personal defense shrinkage contribution addition, opponent team defense shrinkage contribution addition, defense confusion recovery contribution addition, possession acquisition contribution addition, opponent teamwork formation obstruction contribution addition, opponent team member formation obstruction contribution addition, swift attack-possible chance providing contribution addition and positive sacrifice participation contribution addition; and

detailed items of the defense subtraction game factor unit include minimum self-blame losing point assignment error subtraction, full self-blame losing point assignment error subtraction, full self-blame possible losing point error subtraction, maximum self-blame losing point assignment error subtraction, countermeasure absence losing point error subtraction, countermeasure absence possible losing point error subtraction, countermeasure absence-

inducing error subtraction, assistance self-blame losing point-considered error subtraction, assistance self-blame-possible losing point-considered error subtraction, situation coping ability lack error subtraction, assistance coping ability lack error subtraction, basic defense ability lack error subtraction, indirect opponent team morale-inspired error subtraction, direct opponent team morale-inspired error subtraction, personal defense shrinkage error subtraction, personal defense shrinkage fostering error subtraction, team defense shrinkage fostering error subtraction, mentality control ability lack error subtraction, opponent teamwork consolidation chance providing error subtraction, teamwork collapse curse providing error subtraction, possible losing point increase-induced error subtraction, game flow prevention ability lack error subtraction, team-pattern confusion assignment error subtraction and team member formation difficulty providing error subtraction [[9]].

6. (Currently Amended) The method as claimed in claim 4, wherein in step (b), the game situation factors for the items of the attack addition game factors, the items of the attack subtraction game factors, the items of the defense addition game factors, and the items of the defense subtraction game factors are divided into 7 items, 13 items, 21 items, 5 items, 9 items, 12 items and 4 items,

the 7 items are a contribution in a disadvantageous point situation of lower than (over -7) situation, contribution or in an advantageous point situation of (over +7) situation, a contribution in a disadvantageous point seesaw approach situation of [[(]]-6 [[~]]to -4) situation, a contribution in an advantageous point seesaw approach situation (+6 [[~]]to +4) situation, a contribution in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to -3) situation, a contribution in an advantageous point seesaw situation [[(]] of +1 [[~]]to +3) situation and a

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contribution in a tie situation;

the 13 items are a contribution in a disadvantageous point ~~(over –7)~~ situation of lower than -7, a contribution in an advantageous ~~(situation of~~ over +7~~) situation~~, a disadvantageous point seesaw approach of [[(]]-6 [[~]]to –4[[)]] entry possible contributions in an advantageous point situation ~~(over~~ of lower than –7[[)]], a disadvantageous point situation [[(]]of over +7[[)]] entry-possible ~~contribution~~ contributions in a disadvantageous point seesaw approach situation of [[(]]+6 [[~]]to +4[[)]], a contribution within a disadvantageous point seesaw approach [[(]]of -6 [[~]]to -4[[)]] in disadvantageous point seesaw approach situation of [[(]]-6 [[~]]to -4) situation, a possible contribution within a disadvantageous point seesaw approach of [[(]]+6 [[~]] +4[[)]] in a seesaw approach situation of [[(]]+6 [[~]]to +4) situation, a disadvantageous point seesaw situation [[(]]of -1 [[~]] to –3[[)]] entry-possible contributions in an advantageous point seesaw approach situation [[(]]of -6 [[~]]to –4[[)]], a disadvantageous point seesaw approach situation [[(]]of +6 [[~]]to +4[[)]] entry-possible contributions in a disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]], a possible contribution within a disadvantageous point seesaw situation [[(]]of -1 [[~]]to –3[[)]] in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to –3[[)]], a possible contribution within a disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]] in a disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]], a tie situation entry-possible contribution in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to –3[[)]], a disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]] entry-possible ~~contribution~~ contributions in a tie situation, and disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]] entry-possible contribution in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to –3[[)]];

the 21 items are Point in disadvantageous point ~~(over~~ situation of lower than -7~~) situation~~,

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a Point in advantageous [[(]]situation of over +7) situation, a disadvantageous point seesaw
approach [[(]]from -6 [[~]]to −4[[)]] entry points in an advantageous point situation (over pf
lower than −7[[)]], a disadvantageous point situation [[(]]of over +7[[)]] points in a
disadvantageous point seesaw approach situation [[(]]of +6 [[~]]to +4) situation, a point within a
disadvantageous point seesaw approach [[(]]of -6 [[~]]to −4[[)]] in an advantageous point seesaw
approach [[(]]situation of -6 [[~]]to -4) situation, a point within a disadvantageous point seesaw
approach [[(]]of +6 [[~]]to +4[[)]] in a disadvantageous point seesaw approach [[(]]of +6 [[~]]to
+4[[)]] situation, a disadvantageous point seesaw situation [[(]]of -1 [[~]]to −3[[)]] points in a
disadvantageous point seesaw approach [[(]]situation of -6 [[~]]to −4[[)]] situation, a
disadvantageous point seesaw approach situation [[(]]of +6 [[~]]to +4[[)]] points in a
disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]], a point within a
disadvantageous point seesaw situation [[(]]of -1 [[~]]to −3[[)]] in a disadvantageous point
seesaw situation [[(]]of -1 [[~]]to −3[[)]], a point within a disadvantageous point seesaw situation
[[(]]of +1 [[~]]to +3[[)]] in a disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]] a
tie situation point in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to −3[[)]], a
disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]] point points in a tie situation, a
disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]] point points in a
disadvantageous point seesaw situation [[(]]of -1 [[~]]to −3[[)]] a tie point simultaneously with
attack time end or quarter end in a disadvantageous seesaw situation [[(]]of -1 [[~]]to −3[[)]], a
reverse point simultaneously with attack time end or quarter end in a disadvantageous seesaw
situation [[(]]of -1 [[~]]to −3[[)]], a reverse point simultaneously with attack time end or quarter
end in tie situation, a tie point in last attack with game end time being left several seconds in a
disadvantageous seesaw situation [[(]]of -1 [[~]]to −3[[)]], a reverse point in last attack with

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game end time being left several seconds in a tie situation, a tie point simultaneously with game end buzzer in a disadvantageous seesaw situation [[(]]of -1 [[~]]to −3[[)]], a reverse point simultaneously with game end buzzer in a disadvantageous seesaw situation [[(]]of -1 [[~]]to −3[[)]] and a reverse point simultaneously with game end buzzer in tie situation;

the 5 items are one foul record, a second foul record, a third foul record, a fourth foul record and a walkout foul record;

the 9 items are walk-out in extra game and one or more participation stops, walk-out after five minutes in the fourth quarter, walk-out before five minutes in the fourth quarter, walk-out after five minutes in the third quarter, walk-out before five minutes in the third quarter, walk-out after five minutes in the second quarter, walk-out before five minutes in the second quarter, walk-out after five minutes in the first quarter, and walk-out before five minutes in the first quarter;

the 12 items are a shooting error in a disadvantageous point (over situation of lower than -7) situation, a shooting error in an advantageous point [[(]]situation of over +7) situation, a shooting error in a disadvantageous point seesaw approach [[(]]situation of -6 [[~]]to -4) situation, a shooting error in a disadvantageous point seesaw approach [[(]]situation of +6 [[~]]to +4) situation, a shooting error in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to −3[[)]], shooting error in a disadvantageous point seesaw situation [[(]]of +1 [[~]]to +3[[)]], a shooting error in a tie situation, tie shooting error in [[the]]a last attack with several seconds being left before a game ends in a disadvantageous point seesaw situation [[(]]of -1 [[~]]to −3[[)]], reverse point shooting error in the last attack with several seconds being left before a game ends in a tie situation, a tie shooting error simultaneously with a game end buzzer in a disadvantageous seesaw situation [[(]]of -1 [[~]]to −3[[)]], reverse point shooting error

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simultaneously with a game end buzzer in a disadvantageous seesaw situation [[(]]of~-1 [[~]]to −

3[[)]], and reverse point shooting error simultaneously with a game end buzzer in a tie situation;
and

the 4 items are an advantageous and disadvantageous situation (~~over~~ of ±7 points[[)]], an

advantageous and disadvantageous seesaw approach situation [[(]]of ±6 [[~]]to ±4 points[[)]], an

advantageous and disadvantageous seesaw situation [[(]]of ±3 [[~]]to ±1 points[[)]], and

contribution in a tie situation.

7. (Currently Amended) A method of estimating the value of athletes using a game

achievement evaluation model, wherein a process of providing the degree of contribution data

and transmitting settlement authentication and results comprises the steps:

allowing a user, ~~a baseball player, a baseball-related institute, a basketball ball club, a~~

~~press (sports) institute, etc.~~ to have access to a web site within a manager server through each

terminal;

allowing the user, ~~the baseball player, the baseball-related institute, the basketball ball~~

~~club, the press (sports) institute, etc.~~ to search and select the degree of contribution of the athletes

or the player ball clubs;

allowing the user, ~~the baseball player, the baseball-related institute, the basketball ball~~

~~club, the press (sports) institute, etc.~~ to make requests for the degree of contribution data for

qualitative evaluation of the athletes or the player ball clubs to the manager server through the

terminal;

allowing the manager server to input a settlement number (including a credit card

number, and an account number, ~~etc.)~~ to a corresponding terminal or server that request the

degree of contribution by the athletes;

allowing athletes, ~~player~~ or athletic ball clubs, ~~etc.~~ who request the degree of contribution by the athletes to input the settlement number (~~a credit card number, an account number, etc.~~) in a web site within a manager server using a corresponding terminal or server;

allowing the manager server to make requests for authentication of a corresponding settlement number that requests the degree of contribution by the athletes to a financial institute/credit card company/mobile communication company-billing server;

allowing the financial institute/credit card company/mobile communication company-billing server to compare the requested settlement number and a settlement number stored in a database of a corresponding server, and then to send the authentication result to the manager server;

allowing the manager server to make requests for settlement to a settlement system server;

allowing the settlement system server to settle accounts to the credit card number, or the account number, ~~the mobile phone finance, etc.~~;

allowing the settlement system server to send the settlement contents to the manager server;

allowing the manager server to send the settlement contents to a corresponding terminal or server that requests the degree of contribution by the athletes through a communication service company server; and

allowing the communication service company server to send the settlement contents to a corresponding terminal or server, and then to send the transmission results to the manager server.